Purple Fox JSON Utility Help Guide

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The following guide is to provide understanding on how to use the Purple Fox JSON Utility system. For purposes of the guide we will be using an example class called AnimalData.

Add the system to the scene

Right-Click in the Assets folder and select Orbitami Entertainment > Purple Fox JSON Utility > AddToScene

Define A Serializable Class

Make sure the class is marked as [Serializable] for JsonUtility to work correctly:

```
[Serializable]
public class AnimalData
{
    public string name;
    public int ID;
    public string category;
}
```

Use PurpleFoxEngine to Work with JSON

Assume the asset file will be named "Animals" and optionally stored under a folder like "Resources/Json". This folder you drag into the inspector for "Json Asset Location Folder". Otherwise paths have to be provided as a parameter when calling the Purple Fox Engine API.

Load All Data - (array, list, and dict represent your local declarations)

Example: public AnimalData[] animals;

```
var array = PurpleFoxEngine.LoadArray<AnimalData>("Animals");
var list = PurpleFoxEngine.LoadList<AnimalData>("Animals");
var dict = PurpleFoxEngine.LoadDictionary<int, AnimalData>("Animals");
```

Add JSON Entry - By int or string is recommended

```
var newAnimal = new AnimalData { name = "Tiger", id = 101 };

PurpleFoxEngine.AddToArray("Animals", newAnimal, a => a.id);
PurpleFoxEngine.AddToList("Animals", newAnimal, a => a.id);
PurpleFoxEngine.AddToDictionary("Animals", 101, newAnimal);
```

Remove JSON Entry - By int or string is recommended

```
PurpleFoxEngine.RemoveFromArray<AnimalData, int>("Animals", 101, a => a.id);
PurpleFoxEngine.RemoveFromList<AnimalData, int>("Animals", 101, a => a.id);
PurpleFoxEngine.RemoveFromDictionary<int, AnimalData>("Animals", 101);
```

Supported Path Formats

Unity-relative path:
Example: `"Assets/Resources/MyFile.json"`

Folder only:
Example: `"Assets/Resources"`

Full absolute path:
Examples:
- Windows: `"C:/MyProject/Data/MyFile.json"`
- macOS/Linux: `"/Users/me/Data/MyFile.json"`

Relative path:
Examples:
- `"ExportedData"`
- `"ExportedData/MyFile.json"`

No path provided (null):
Use folder assigned in the Inspector + asset name

Filename only:
Example: `"MyFile.json"`